WHAT IS CLAIMED IS:

1.   An educational hide and seek game system for developing associative skills of a player, the game system comprising:

(a)   a plurality of objects for hiding, each of said objects having emitters, and

(b)   a control unit including:

   (i)   a control panel having a plurality of activators, each activator of said activators having an associative figure disposed on said control panel and having an association with a particular object of said objects;

   (ii)   a signal producer, operatively connected to said activators, and

   (iii)   a transmission mechanism for transmitting said signals to said objects,

wherein each particular one of said activators, when selected, activates a corresponding one of said emitters, via said signal producer and said transmission mechanism, so as to produce a sound associated with said associative figure disposed on said control panel.

2.   The game system of claim 1, wherein each of said activators is selected by the player.

3.   The game system of claim 2, wherein the player utilizes said associative sound to locate said object.

4.   The game system of claim 2, wherein said association is a shape association, such that said associative figure substantially matches a shape of said particular object.

5.   The game system of claim 4, wherein said sound associated with said associative figure is based on a name of said shape.

6. The game system of claim 2, each said object is selected from the group of objects consisting of toy animals, colors, numbers, shapes, and letters.

7. The game system of claim 2, wherein said association is a color association, such that a color of said associative figure substantially matches a color of said particular object.

8. The game system of claim 7, wherein said sound associated with said associative figure is based on a name of said color.

9. The game system of claim 2, wherein said activator on said control panel is an associated figure associated with said object.

10. The game system of claim 2, wherein said associated figure associated with said object is disposed on said activator.

11. The game system of claim 2, wherein said associated figure associated with said object is disposed adjacent to said activator.

12. The game system of claim 2, wherein said sound associated with said associative figure is a name of said object.

13. The game system of claim 12, wherein said sound associated with said associative figure is an audible spelling of said name of said object.

14. The game system of claim 2, wherein said sound associated with said associative figure is substantially a sound emitted by a real object represented by said object.

15. The game system of claim 12, wherein said sound associated with said associative figure is an audible spelling of said name of said object.

16. The game system of claim 2, wherein said sound associated with said associative figure is a spelling of a sound emitted by a real object represented by said object.

17. The game system of claim 2, wherein said sound associated with said associative figure is a hint pertaining to said object.

18. The game system of claim 2, wherein said sound associated with said associative figure is at least part of a song pertaining to said object.

19. An educational hide and seek game method for developing associative skills of a player, the method comprising the steps of:
(a)   providing a game system including:
    (i)   a plurality of objects for hiding, each of said objects having emitters, and
    (ii)   a control unit including:
        (A)   a control panel having a plurality of activators, each activator of said activators having an associative figure disposed on said control panel and having an association with a particular object of said objects;
        (B)   a signal producer, operatively connected to said activators, and
        (C)   a transmission mechanism for transmitting said signals to said objects, and
(b)   activating the element, using said activator, so as to produce an associative sound, each said sound associated with said associative figure disposed on said control panel.

20. The method of claim 19, wherein step (b) is performed by the player.

21. The method of claim 19, further comprising the step of:

(c) utilizing said associative sound to locate said particular object.

22. The method of claim 19, wherein each said object is selected from the group of objects consisting of: toy animals, colors, numbers, shapes, and letters.

23. The method of claim 19, further comprising the step of:

(c) acquiring associative knowledge by association of said associative figure disposed on said control panel, with said associative sound.

24. The method of claim 23, further comprising the step of:

(d) associating said associative sound and said particular object, so as to reinforce said associative knowledge.